

# ALEEM ISIAKA Senior Software Engineer

[aleemisiaka@gmail.com](mailto:aleemisiaka@gmail.com) • +234 812 025 4644

<https://linkedin.com/in/limistah> • <https://twitter.com/limistah> • <https://limistah.dev>

## Summary

A Software Engineer with nearly a decade of hands-on experience, and a thorough proficiency in tech platforms including web, servers, and hardware systems. Led distributed teams to deliver high-quality products with precision. Achieved an average of 50% reduction in response times to less than 0.3s from 0.9s, an 80% improvement in data quality in software products, and reduced development team friction using agile methodologies and consistently solving complex problems, leveraging existing solutions and technologies, and merging end-user satisfaction with business goals.

## SKILLS/TECHNICAL EXPERTISE

- Backend: TypeScript, Go, Python
- Frontend: React, Vue
- Database: Postgres, MySQL, Redis
- Cloud: AWS, Azure, Cloudflare
- SVC: Github/Gitlab
- Spoken Languages: English(Proficient)
- Service Mesh: Istio, Linkerd, Consul
- Orchestration: Kubernetes (Cert)
- IaC: Terraform (Cert), Puppet, Ansible
- Streaming: Kafka, Elastic Search
- Monitoring: Grafana, Datadog, Prometheus (Cert)
- CI/CD: GitHub Actions, Gitlab CI, CircleCI

## WORK EXPERIENCE

Senior Software Engineer, MC<sup>2</sup> Finance (*Zug, Switzerland*)

*November 2024 – Present*

- Designed and implemented user engagement features using Cloudflare Queues (AI insights generation, following system) for various assets and portfolios on the platform, enhancing portfolio and assets observability and improving engagements from 5 clicks to 2.
- Implemented Albert AI - The AI agent for the company's product – using Eliza OS, bringing a natural way for users to get insights on their assets and further increasing engagements and user interactions by 3%.
- Designed and implemented a token/portfolio alerting system on Cloudflare, ensuring near-real-time updates on the current price of assets and improving active users by 4% from 8%.
- Implemented app optimization strategy on NuxtJS, reducing the frontend bundle size by 10%, and improving the build time by 15% from 5 minutes to 3 minutes.

Senior Software Engineer, Onboardbase (*California, US*)

*June 2023 – October 2024*

- Developed a session-based encryption mechanism, achieving a significant 95% decrease in unauthorized access incidents, fortifying sensitive data protection.
- Provisioned a highly scalable, available infrastructure on AWS and Digital Ocean, reducing latency by an impressive 80% and enabling a throughput of over 10,000 RPS, and further improves secret read/write ratio from 10:1 to 83:1
- Led the development of SDKs (JavaScript, Golang, Ruby, Python) and CLI client, improving the product adoption by a notable 60%.
- Created seamless CI/CD pipelines on Gitlab for the company's services (web apps, backend APIs/CLI tools) and ensured an average of 98% uptime.
- Responded to a critical AES key misconfiguration in a live environment, restored encrypted secrets within 2 hours, and prevented further downtime through rapid incident resolution and root cause documentation

Senior Software Engineer, Oasis Living (*London, UK*)

*August 2021 – May 2023*

- Pioneered comprehensive technical documentation via Confluence Pages and Markdown files, resulting in 30% faster onboarding and enhanced team collaboration.
- Implemented Jest and Cypress automated tests in TypeScript, leading to a substantial 95% drop in critical bugs.

- Designed geolocation tagging using Google's geolocation APIs, yielding a 50% faster response time and an impressive 80% boost in data quality for a React TypeScript/Python web app.
- Optimized Landlord/Tenant web apps, achieving a remarkable 99% augmentation in user experience by reducing build size, removing redundant event handlers and replacing packages with more efficient variants.
- Established an efficient CI/CD pipeline on CircleCI and logging through Datadog, reducing deployment time by 40%.

#### Lead Software Engineer, uduX (Lagos, Nigeria)

June 2022 – January 2023

- Led a team of six developers in re-engineering and developing the company's streaming product, following SDLC and agile methodologies.
- Engineered CLI tools using Golang and bash scripting, resulting in a substantial 90% reduction in processing time for DDEX manifest conversion.
- Designed and implemented a fault-tolerant runtime environment on AKS, managed cluster health and smooth deployment strategies for the different microservices of the product.
- Spearheaded optimization efforts, reducing API latency from 10s to 0.9s.

#### Software Engineer, Josplay (Lagos, Nigeria)

June 2020 – July 2021

- Engineered high-performance microservices with K8S clusters using GKS, enabling >10K streaming RPS on Google Cloud Platform.
- Designed and implemented an efficient multi-format music player supporting MP3 and HLS, with a 99% success rate for high availability and quality.
- Implemented highly compatible HLS media player, ensuring optimal streaming experience in 90% of web/mobile browsers.
- Innovated a relay radio service with background AI for uninterrupted music suggestions and playback.
- Led inclusive team practices for improved code reviews and adherence to engineering best practices.
- Orchestrated a robust product release pipeline, ensuring a safe, efficient, and fault-tolerant CI/CD pipeline using Travis, CircleCI and GitHub Actions.

### Certifications

Certified Kubernetes Application Developer (CKAD) [Credly Link](#)

Prometheus Certified Associate [Credly Link](#)

HashiCorp Certified: Terraform Associate [Credly Link](#)

HashiCorp Certified: Vault Associate [Credly Link](#)

### Publications

[SmashingMagazing](#): Technical content on JavaScript, React, NodeJS, and GitHub Actions.

[LogRocket](#): Technical content on JavaScript, Firebase, and Blazor

[Personal Blog](#): DevOps, Systems Programming, algorithms and web development.

### Projects

[Clio](#): This is a personal project that documents my readings on research papers, journals and popular books.

[ObjectSpread](#): The projects span frontend, backend, and utility libraries. I run to them to speed up my development work, as techniques are repetitive. ObjectSpread makes the solutions available to the public.

### Education

BSc. Computer Science (2021 - 2023)  
Kwara State University

HND. Mech. Engineering (2016 - 2018)  
Kwara State University